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Written By:

Lucas Mendes Dantas

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Devil May Cry 1



Developer: Capcom

Engine: DMC1 engine

Director: Hideki Kamiya

Writers: Hideki Kamiya, Noboru Sugimur

Original Release date: August 23, 2001

Composer: Masami Ueda, Masato Kohda, Misao Senbongi

Original Platform: PlayStation 2

GUNS

Ebony & Ivory: They're just okay, can be used to stay in the air longer and to fight Griffon 2 and Shadows, can also be used to kill a single manequinn in DMD by using high time then shooting them to death, really useful in New Game, but that's only because you're stuck with Force Edge, on most situations you're better off picking something else.

Shotgun: Really good against Sin Scissors, Scythe, Sargassoes and Nobodies, also great weapon to use against Mundus 2 on Mission 22 because it can destroy those orbs Mundus loves to summon, usualy it's better to shoot while standing still, the shots can be canceled by simply walking, which also helps against Mundus 2, can be jump canceled against Marionetes, but it's not that useful.

Grenade Launcher: The most broken gun on the series, does high damage even without DT, after shooting, you can side roll to cancel the animation to shoot faster, if you shoot with DT then deactivate it before the grenade hits the enemy, it'll build 2/2 DT runes, and the regular shots build 1/2 (Except against Mundus 2), retarded, can be abused against most enemies, and also good to use it against most bosses to build DT, just not so good against Shadows and Mundus 2.

Nightmare Beta: Really good because it shoots many bullets, and they also ricochet around, hitting enemies many times, specialy in closed spaces. Never use it without DT as it wastes DT faster and does less damage, it can kill Marionettes and Nobodies really quick while giving you style really fast, meaning you'll get a lot of orbs, not such a good weapon against bosses though, maybe just against Griffon.

Needle Gun: Can only be used underwater, it's good, can kill the blades really fast.

WEAPONS:

Force Edge: This sword is a joke, doesn't have DT, does less damage than Alastor without DT, has less reach, doesn't receive upgrades, so, no Stinger for example, forget about it as soon as you get Alastor.

Alastor: It's damage without DT isn't really impressive, it's the only weapon on the game with an air hike (Not counting Sparda Sword on Mission 22), and the Vortex has I-frames as long as it's active, so it has a really good panic button, it completely ignores when enemies block attacks and the damage and speed boost it receives with DT makes Alastor be nearly useless without DT. Jumping higher makes Helmet breaker do more damage, specially in DT, this is really useful against Death Scissors and Phanton 1. Not a good idea to keep using it against Nightmare, just to destroy the first core to make it green, then better switch to Ifrit. Round Trip is mostly useless, only good against Mundus 2 to do some small damage and build DT.

Ifrit: Like Alastor, it's damage without DT isn't really impressive, It's mostly made to deal with single enemies, it's best move without DT is kick 13, really good to use it on Shadows to kick their core without wasting DT. With DT it gets a big damage boost and really good power moves like Meteor, and Inferno is a really good move with a big area of effect, great to kill Frosts and Nobodies, Kick 13 becomes a 5-hit fast combo, after the first hit, you can deactivate DT to get some of the DT back. Bigger problem with Ifrit is that its DT moves waste DT really fast, this problem can be solved by using Grenade Launcher with Ifrit that makes Ifrit become a retardedly good weapon. Best weapon to use against Nelo and Nightmare, Nelo because of the damage, Nightmare because Ifrit doesn't destroy Nightmare's cores so fast, meaning it won't get the red core, Rolling Blaze is also a very good move to have against Nightmare because at some moment on the fight, Nightmare will expose his second core and try to hit you with a spike, just jump to parry it, then you can freely attack the core.

Sparda: It does more damage than Alastor without DT, and has more range as well, but it's not such a good weapon because it lacks DT. It's a better version of Force Edge, can use Alastor's upgrades like Stinger and Round trip, but can't use the DT moves and Air Hike.

Yamato: Just an Alastor pallet swap which The Legendary Dark Knight starts equiped. Transforms in Sparda when you attack with it while in DT.

OTHER STUFF:

Bangle of Time: The item which you get on the last Secret Mission, equiping it makes you stop time and waste DT runes, but you can't use DT while equiped with it, thus, making Bangle of Time be mostly useless. Can be used to kill Death Scissors without having to dodge its attacks, just use helmet breaker until the DT runes are gone. Can't be used against most bosses, only Nelo.

DT: Devil Trigger is the single most important thing on this game because Dante can't do much damage while in human form, fact that it boosts his speed and makes him ignore blocked attacks only makes it even better, taunts and Grenade Launcher are great ways to build DT.

Devil May Cry 2



Developer: Capcom

Engine: DMC2 engine

Director: Hideaki Itsuno

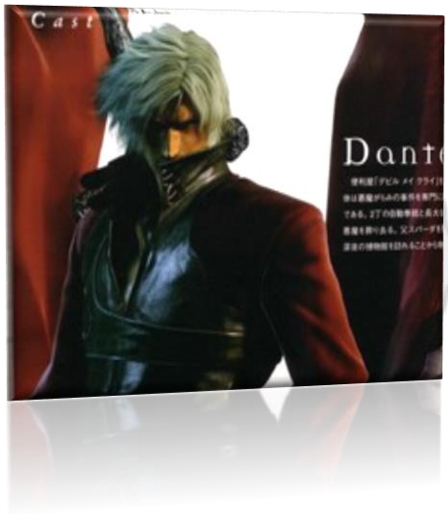
Writers: Katsuya Akitomo, Masashi Takimoto, Shusaku Matsukawa

Original Release date: January 25, 2003

Composer: Masato Kohda, Tetsuya Shibata, Satoshi Ise

Original Platform: PlayStation 2

Dante:



He's a slower character, has really bad recovery os most of his moves except his forward+Triangle/Y combo, Stinger and high time, and such, if you use other combos, you'll always want to finish your combos with Stinger or High time to be able to keep attacking. He has really damaging ways to attack at distance with his DT shooting and Rocket Launcher. His DT building is pretty slow.

GUNS

Ebony & Ivory: Really good weapons, they do good damage and are just perfect to not let the style bar drop, really bad on the air though, if you jump and immediately start shooting, Dante will do the "Rain storm" and it will miss if the enemy is not directly below Dante, so you have to wait a little, then shoot, and if you do that, Dante will start to go up in the air for no reason, dumb.

Machine Guns: Basically, it's a crappier version of the Handguns because it does less damage, but much better to be used on the air because it doesn't have the rain storm or the random floating.

Shotgun: Good to use when you want to bait the enemy into attacking first, or to keep attacking while not being too close to the enemy, good damage.

Rocket Launcher: A shittier DMC1 Grenade Launcher basically, a little bit slow to shoot, better use at distance, very high damage.

Swords: Not really worth to write about each of Dante's swords separately, they have the same moves, just slightly different reach and damage, if you must know, Vendetta has smaller reach and higher damaging, Rebellion has "medium" damage and reach, Merciless has longer reach, but less damage, again, the difference is sligtly. Most of the moves have bad recovery, forward+triangle, triangle, triangle is a really good combo with good area of effect, useful on the few closed areas, with other combos, end them with Stinger or high time to have better recovery, ending combos with High time and going up can help against Phantom and Furiataurus for example.

Devil Trigger: With him, you'll want to use DT for either killing enemies at distance with his DT shooting, using the triangle, triangle, forward + triangle combo, vortex against Trismagia, and against bosses just to get a boost on damage or to attack more with Chrono heart.

Lucia:



She's a little faster than Dante, and like him, has bad recovery on most of her moves, foward+triangle or high time are her best moves to end combos, her high time is worse than Dante's though. She's the worst character at attacking at distance since her Throwing Daggers is all she has, which although is good, it's not high damaging. Has fast DT building, specially if you use Cranky bomb.

GUNS:

Throwing Daggers: Not much to say here, really, really good damage for such a fast "gun", will make Lucia float while being used on the air though.

Darts: It has the only the use of having a big area of effect, but low damage, it sucks, don't use it.

Cranky Bomb: It's a situational gun, does good damage but can only be used properly if Lucia is at a certain distance of the enemy because she always throws it at the same height, never changing it to hit the enemies more often, not as damaging as Dante's Rocket Launcher, but builds a lot of DT, so it's really good to use on bosses or enemies like Savage Golem

Bowgun: Underwater gun, good to kill Tateobesu on lower difficulties, and the other underwater enemies if you feel like killing them.

Swords: Not really worth to write about each of Lucia's swords separately, they have the same moves, just slightly different reach and damage, if you must know, Zambak has smaller reach and higher damaging, Cutlasser has "medium" damage and reach, Klyamoor has longer reach, but less damage, again, the difference is slightly. Most of her moves have bad recovery, finish combos more with forward + triangle, better use high time only if you want to jump, she's faster than Dante, so, she can be more aggressive.

Devil Trigger: Use it only when you have Aerial Geart equipped, use a forward dodge and in the middle of it, activate DT so she'll start to float, then use the Triangle/Y attack while on air, that's her only DT move worth using since the others aren't really damaging, better to use it with Flame heart for more damage and Offense heart for even more damage.

Trish:



The DMC2 goddess. For starters, she's a better version of DMC1 Dante in DMC2, which means, she has no horrible recovery on her moves like Dante and Lucia, that alone makes her great, now let's give her DMC2's dodge system, the round trip with the faster activation on the series, and also highest damage, no shitty aerial stuff, the ONLY not horrible helmet breaker because it recovers well, good damage and that really damaging air raid giving her the most damaging DT move to be used at distance. Without a doubt, she's the best character in DMC2.

GUNS:

Luce & Ombra: Like the DMC1 version, not really good compared to other DMC2 weapons, but it has DMC1's way of staying on the air, meaning, she won't start to float randomly and will fall slowy.

Nightmare-y: Underwater gun, works like DMC1's Nightmare Beta, really good to kill Tateobesu and get style against him, desperately needs DT.

SWORDS:

Sparda: Fast, damaging, no bad recovery on the moves and has the best round trip on the series, no need to say more than that.

AMULETS:

MOVEMENT:

Aqua Heart: Only use it on Lucia's underwater levels to become faster while in DT, also makes Trish's Nightmare-y charge faster in DT.

Aerial Heart: With Dante, you'll want to use it only against Trismagia, when one of the heads get close to attack, jump, activate DT and use Vortex on the head that takes damage. With Lucia, have this one most of the time to be able to use her flying Triangle/Y attack. With Trish, use it when you want to use her really damaging Air Raid, better against bosses, specialy Trismagia.

Quick Heart: Use this one with Dante mostly, his ground attacks are better, making him faster is a nice bonus. Don't use it with Lucia. Use it with Trish when you're fighting regular enemies.

ATTRIBUTE

Electro Heart: Not really worth to use this one, some few enemies are weak to it, but you're better off using another one.

Frost Heart: Has a freezing power on enemies, its damage isn't as high as Flame heart, but it's good to use. Use it against Furiataurus, Trismagia's fire head and Despair embodied.

Flame Heart: The most powerful of the attribute amulets, it increases the hitbox of the attacks and the damage, wastes DT faster though. All 3 characters are better with it on most situations.

SUPPORT:

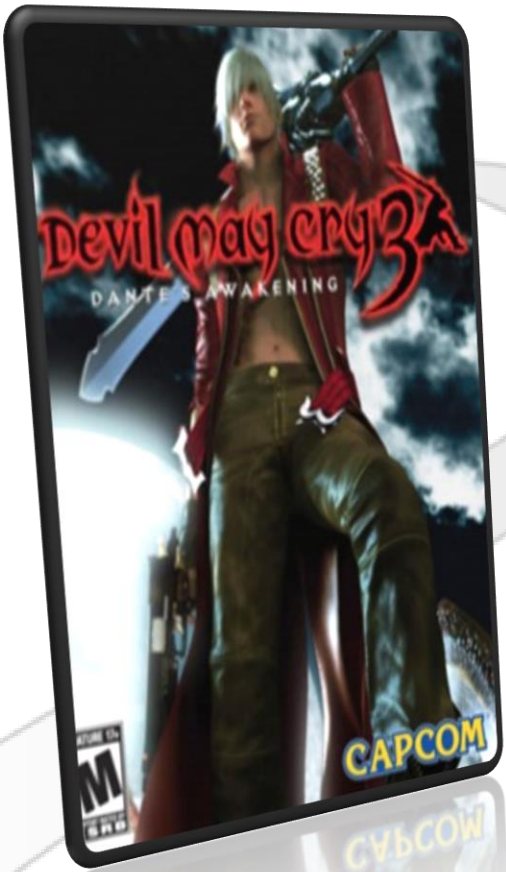
Healing Heart: Not to be used on combat, only to recover HP. Better to be used on Blood Palace.

Chrono Heart: Makes time slower when you hit the enemy, goes back to normal speed if you get hit. Wastes DT really fast. Good against bosses, specialy against Tateobesu and Despair Embodied, also good against big groups of enemies on small areas.

Offence Heart: Increases damage, nothing else. Better to be used mostly.



Devil May Cry 3



Developer: Capcom

Engine : DMC3 engine

Director: Hideaki Itsuno

Writers: Bingo Morihashi, Takayasu Yanagihara

Original Release date: February 17, 2005

Composer: Tetsuya Shibata, Kento Hasegawa

Original Platform: PlayStation 2

Dante:



His many styles, guns and weapons make him be a character who can be used on many ways.

GUNS

Ebony & Ivory: Not very good, low damage, can be used to stay to stay in the air while shooting, can also be used to shoot faster with other guns, like for example, shoot with Kalina Ann, then shoot with E & I, then Kalina Ann again.

Gunslinger: Still does low damage, even with charged shots, it has the glitch with where you can use the rapid shots with twosome time, by mashing the shooting button and the style button, does more damage, can be used to against Cerberus and get a pussy win, still not really worth it. Can be useful against Jester 1 though, when he uses the bouncing balls attack, jump to stay above them, then use a normal, then a quick rainstorm, repeat until the balls are gone.

Shotgun: Can be used as a fast knock down gun, really helps if you're playing with Cerberus, doesn't do so much damage though.

Gunslinger: Becomes much better because of the Charged shot for more damage, and the Shotgun Stinger, which has a crazy combo where it'll shoot more.

Royal Guard: Can make really fast cancels, doesn't make it much better, but it's good against DTed enemies.

Artemis: It sucks, slow, low damage, it can be charged to hit many enemies at once, but it's not worth it, don't use it without Gunslinger.

Gunslinger: Multi lock is a good move, really useful to stop DTed enemies and does decent damage, also has Acid Rain, which Dante can make many shots hit the enemies, a bit slow, but damaging, really good against Leaviathan's Hearts.

Spiral: Good damage and can be used at big distances without losing damage, a bit slow on the recovery though, having Ebony & Ivory is one of the ways to solve this.

Gunslinger: Trick shot is a good damaging move, Sniper , does very good damage, it's a bit slow though, but it's great to destroy some of Vergil's summoned Swords for example.

Royal Guard: This is where Spiral is at its best simply because the Royal Guard canceling is really good, great to be used against Gigapede and Beowulf.

Kalina Ann: Short range but the most damaging gun on the game, also good to be used against bosses because of its damage. A bit slow on the recovery though, having Ebony & Ivory is one of the ways to solve this.

Gunslinger: Nothing really impressive here Hysteric doesn't do much damage and Grapple isn't very useful, just stick with the normal shots.

Royal Guard: Like Spiral, this is where Kalina Ann is at its best because of the Royal Guard canceling.

WEAPONS

Rebellion: Really good weapon, range, damage, speed. Has weak aerial attacks though, nothing that he can really abuse with jump cancel, just helmet breaker, but it’s not very good.

Sword Master: Doesn’t really add anything really good for Rebellion, all of its moves are low damaging, only one worth mentioning is Aerial Rave as it gives something better for Dante to use to jump cancel, but it does low damage.

Cerberus: Range, damage and speed aren’t so good, doesn’t have an air hike, it has an okay jump canceling with Swing, but it doesn’t have any “high time” move to send them to the air, it desperately needs another weapon. Weak crazy combo because it knocks down enemies far away, so it’s only useful if there’s a wall behind the enemy, only actual good attack it has is Revolver.

Sword Master: Flicker and Million Carats are okay moves, Ice Age makes Dante invulnerable to everything while it’s active, and problem is that Dante is vulnerable for a small, but noticeable time after it ends.

Agni & Rudra: Very good damage, a bit slow, but that’s not really a problem for it, Jet Stream is the slowest “stinger” type of attack but it’s damage is good, has one of the best crazy combos on the game, Aerial cross is does good damage, but can’t be jump canceled against most hells, Combo 1 is not a very good option because it’s slow, better to stick with combo 2 and 3.

Sword Master: Crossed Swords is a really good single and damaging attack can do an okay jump cancel against hells with Sky Dance, Tempest is a great move with huge area of effect, even better on closed areas and if you use the glitch where Dante will spin the sword for more time, doing more damage, devastating against bosses like Leviathan’s hearts.

Nevan:

Reverb Shock and Jam Session, those are the only really useful attacks Nevan has, Tune Up can be abused to destroy enigmas because the bats protect you from their spikes, Also good against Blood Goyles, but against the rest, it sucks, use Reverb Shock or Jam Session then immediately switch to another weapon, also, it doesn't have an Air Hike, it's "high time" isn't very good, and no jump cancels worth doing.

Sword Master: Slash and Air Slash are the best moves here, good damage, but slow, Feedback and Crazy Roll are slow but have nice damage and lots of hits, which can help against DTed enemies, Distortion competes with Zodiac and Drive as the most useless move on the game.

Beowulf: Most of Beowulf's moves are shittier versions of what Rebellion has, simply because Beowulf's moves hit less enemies because of the weapon's smaller range, they have a bit more damage though but barely makes a difference. Only thing that Beowulf really has is the Killer Bee Jump Cancel which not only is the easiest Jump Cancel on the game, but also the most damaging, retarded.

Sword Master: Volcano is only good against Prides, Zodiac is garbage, Hammer is a really good and damaging move which can replace Killer Bee in jump canceling against certain enemies, Real Impact is really damaging and gives I-frames during the attack, but has piss poor range and is really slow, and if you miss the attack, Dante will be vulnerable for a long time.

STYLES:

Trickster: its many dodges are very good, Sky Star is the best of them, and lots of I-frames all around, double or triple dash aren't very good though because any dash after the first doesn't have I-frames. Very good style to use against Vergil, Cerberus, mission 12.

Sword Master: For most cases, it's not that good, the weapon which receives better moves is Agni & Rudra, which are very good, and then it comes Beowulf. Cerberus, Rebellion and Nevan receive more situational moves which makes it less useful in general.

Gunslinger: Basically the same thing as Sword Master, but with the guns. Shotgun, Spiral and Artemis are the ones who receive actual good stuff, Ebony & Ivory gets situational moves while Kalina Ann doesn't really get anything useful.

Royal Guard: One of the strongest styles on the game, really high damaging with a full rage Just Release, builds DT runes really well with both Just Block and Just Release, and can be used to make fast gun cancels with Kalina Ann, Shotgun and Spiral.

Quicksilver: The most braindead Style on the game, also one of the strongest. It makes the time slower, which is already good, now let's add the fact it can be activated during most moments, including while you're attacking, if that isn't good enough, it also has I-frames when it's activated, it slows down time, can be done at most situations and has I-frames, successfully making it be better at avoiding attacks than Trickster, and since time slows down, Dante can go really aggressive as well. Its "weak points" is that it uses DT runes, so your DTE use will be more limited, and obviously can't be used to escape from attacks if you don't have DT.

Doppelganger: Not really good because activating DT barely gives Dante any boost in damage, Doppelganger makes another Dante show up to attack, which can be devastating, but it wastes DT really fast, which severely limits its use.

Vergil:



Not as many weapons/Guns/Styles as Dante, but he has powerful attacks, which, compensates.

GUNS

Summoned Swords: He can use it when he's attacking, and thus, that makes his summoned swords the most abusable "gun" on the series, a bit slow but has good damage. Can use DT to make the summoned swords around him and make some deadly combinations, while easily getting the DT back.

Weapons

Yamato: This one is all about area of effect, the third hit of its combo, Aerial Slash, Upper Slash, Rapid Slash, all those attacks make it clear it's made for that, a bit slow, has good damage and Judgement cut is a great move. First hit of Aerial slash is the third best Jump Cancel move on the game, after Vergil's Killer Bee, then Dante's Killer Bee.

Beowulf: Really damaging, but slow, doesn't have a very good range. Its Killer Bee is more damaging than Dante's and just as easy to be used, retarded.

Force Edge: Plays a lot like Rebellion, but has longer combos, and no crazy combo, it has Round Trip, although it's slow, it can be combined with Judgement Cut, giving him a very damaging option, although it's risky.

Styles

Darkslayer: 3 teleports and they all have I-frames, has worst air mobility than Trickster, but it's slightly better because he can teleport back to the ground if needed, if he's not on the air, he can teleport away from the enemy, really good.

Devil Trigger: Generally you'll want to use DT for DTE only, the damage boost Dante and Vergil receives from DT in this game isn't really worth it. With Dante, you can also use it for quicksilver for avoiding attacks or abusing Killer Bee Jump Cancel on a boss.

Devil May Cry 4



Developer: Capcom

Engine : MT Framework v1.3

Director: Hideaki Itsuno

Writers: Bingo Morihashi

Original Release date: January 31, 2008

Composer: Tetsuya Shibata Kento, Hasegawa Akihiko, Narita Masami, Ueda Shusaku, Uchiyama Kota, Suzuki Rei, Kondoh, CHAMY.Ishi. Shinichiro Sato

Original Platform: PC, PlayStation 3 & Xbox 360

Nero:



He uses a lot of charged shots, Buster, Snatch, DT, but not so much his sword.

Guns

Blue Rose: The normal shots aren't really useful, only thing you'll be doing with this gun is use Charged shot level 3 because he gets a lot of damage out of it, good gun, can't be abused so much because it takes a while to use Charged shot level 3.

Weapons

Red Queen: His main sword, it's a really slow and weak on its normal attacks, becomes better with EX version, still doesn't do much damage, on MAX-act, some attacks do even more damage, but most of them are slow, Split and Calibur are fastest and the best attacks you have out of MAX-act, MAX-act Streak has great area of effect, and MAX-act Shuffle gets more I-

frames, MAX-act High roller should always be used to leave the ground, because when it stays on the ground, it's a slow move, damaging, but not worth to stay on the ground when you have the much safer option. Roulette Spin is his most damaging aerial move. Good weapon, but it's overshadowed by his other stuff like Buster, DT Buster, Charged Shot Level 3, it'd be better if it did more damage.

STYLE

Devil Bringer: Snatch to bring enemies to you, some enemies can't be Snatched so you'll be "brought" to them instead, doesn't work against Blitz. Buster does high damage, enemies won't attack you unless they started the attack animation before you used Buster on another enemy, you can hold some enemies for a while and use them as a shield and they just finish using the Buster. Simple, abusable, damaging.

Devil Trigger: It's better to use Nero's DT for the following: Charged Shot Level 3, Roulette Spin, and Buster. Against bosses he can use it for Showdown and Maximum Bet. Can also be used as a panic button to save Nero because the activation frames have a lot of invincibility on them, or to just escape from an attack and then retaliate the enemy.

EXTRA

Table Hoper: A really good dodge exclusive to Nero, made by using a side roll on the moment you get hit, after the first one, you can use it 2 more times without timing, and they all will have I-frames. Basically, it's a harder but better version of Trickster's dash.

Dante:



Many styles which can be changed on real time makes him be a very "complete" character.

GUNS

Ebony & Ivory: Only really useful with charged shot, and it's really good with it, lasts longer than any charged shot on the series, may stun some enemies a little and does okay damage.

Gunslinger: Rain Storm has increased hitbox, hitting even when it looks like it shouldn't, not so good though, Honeycomb Fire is great because Dante will shoot much faster than usual, very good to use with DT.

Shotgun: It's a little bit slower on the ground than other Shotguns, but it does more damage, on the air it shoots pretty fast, Charged Shot increases the damage even further making it a great weapon.

Gunslinger: Nothing really interesting here, Rainstorm still sucks, Shotgun Stinger lost the crazy time combo, and is more vulnerable, not really worth to use it with Shotgun.

Pandora: Epidemic is okay, good damage but slow, Hatred is the same thing but with more damage and range, but it takes longer to be used, Revenge has even bigger range and damage, great for groups of enemies to fill the Disaster Gauge, but it's even slower, Jealously is really good against single enemies or enemies who are too fast for Revenge, it can also increase damage if you use DT, will also fill more of the Disaster Gauge while in DT.

Gunslinger: Every single move use uses Disaster Gauge, Argument does good damage, but it isn't as good and safe as Grief, which is really deadly because of the many missiles shot, shouldn't be used on closed areas because many missiles can hit the walls, Omen is the most powerful of all of them, but leaves Dante vulnerable for a long time, should be used only if you have full Disaster Gauge, and if you're sure it's going to kill everyone. Situational, but really good stuff.

WEAPONS

Rebellion: Excellent weapon, it's got almost everything, fast attacks, multi hit attacks, good damage, DTed Stinger which goes through everything.

Sword Master: Unlike DMC3, most of its attacks are good because they have good damage, and also has the addition of Over Drive, a really strong long distance attack, Dance Macabre should be used only to finish the last enemy because it leaves Dante vulnerable for a long time.

Gilgamesh: Power is what defines this weapon, with the not so godly, but still very good Killer Bee Jump Cancel, Just Frame charged moves, specially Straight, and the Distortion glitches.

Sword Master: Shock is a better version of DMC3's Volcano, has damage and area of effect, good, not great, Rising Dragon isn't very good, Real Impact is a great damaging move, specially with the Distortion Glitch, it still has poor range (Although, better than DMC3's) and bad recovery if it doesn't hit.

Lucifer: Useful only to abuse the spikes, against faster enemies, just use Combo A until there's enough spikes, then abuse Pin-Up, against slower enemies, use only Pin-Up, Ecstasy is the move to use to make all swords explode, to kill the enemy at once. The weapon doesn't have a very good area of effect, but it's really damaging. Lacks quick moves to knockdown enemies, which kinda limits the uses for the weapon.

Sword Master: Disciple is not a very good move, will be useful only against Savior, and that's because Bondage is not useful there. Bondage is good because you can make the swords away from the enemy, then make most, if not all of them hit it then just use Ecstasy on it. Climax is great when an enemy dashes in to attack Dante, great for bosses.

STYLES:

Trickster: Better version of the DMC3 one, can use Sky Star twice while in DT, can teleport twice if the first teleport was used on the ground, can only use the dash once, unless he's in DT, can use many times in that case, really good.

Sword Master: All weapons have very useful moves, making it be more complete, excellent.

Gunslinger: All guns have very strong moves, although Pandora's are a bit more situational, but still, very strong.

Royal Guard: It's much weaker than the DMC3 version, takes much longer to fill the rage bar, and the damage isn't as big, in many cases, it's slightly easier to use now, and it's still the best style to use to build DT.

Darkslayer: Or just Yamato, whatever. It's a weaker version of DMC3's Yamato because it has less reach, lost some moves like Rapid Slash and Upper Slash, and the Judgement

Cut/Dimensional Slash isn't as good too, decent, specially because it still has a strong Jump Cancel with Aerial Slash.

Devil Trigger: Can be used as a damage booster, specially with Stinger, Pin-Up, Straight, Real Impact, and then gun's charged shots. Can also be used for better movement with Trickster, since he can do dashes nonstop and use Sky Star twice. Also can use Air Hike Twice.

